```c
1  #include "defs.h"
2
3  void ConnectedNeighbors(struct pixel s, double T, unsigned char** img, int ⮐
      width, int height, int* M, struct pixel c[4]) {
4      *M = 0;
5      if (s.m − 1 >= 0 && abs(img[s.m][s.n] − img[s.m − 1][s.n]) <= T) {
6          c[*M].m = s.m − 1;
7          c[*M].n = s.n;
8          (*M)++;
9      }
10     if (s.m + 1 < height && abs(img[s.m][s.n] − img[s.m + 1][s.n]) <= T) {
11         c[*M].m = s.m + 1;
12         c[*M].n = s.n;
13         (*M)++;
14     }
15     if (s.n − 1 >= 0 && abs(img[s.m][s.n] − img[s.m][s.n − 1]) <= T) {
16         c[*M].m = s.m;
17         c[*M].n = s.n − 1;
18         (*M)++;
19     } if (s.n + 1 < width && abs(img[s.m][s.n] − img[s.m][s.n + 1]) <= T) {
20         c[*M].m = s.m;
21         c[*M].n = s.n + 1;
22         (*M)++;
23     }
24  }
```